


PBR Crate

Folder	Asset	File Format	Files Explained
Demo	1 x Unity Demo Scene	Demo.unity	Example scene containing 1 Crate mesh with applied materials.
Documents	1x PDF	README_Crate.PDF	Explaining how the procedural material works
Materials	1x .sbsar Material files	PBR_Crate_01.sbsar	1 Material file. Contains all the custom parameters you need to customise the Crate
Models	8 x Crate Mesh		8 Cup meshes
Prefabs	2 x Crate Prefab	PBR_Crate_01.prefab PBR_Crate_01_Physics.prefab	One crate has physics applied, the other doesn't.

Please Note:

The for the materials to work (if they are showing pink) they require the FREE substance in unity plugin, the link can be found here.

<https://assetstore.unity.com/packages/tools/utilities/substance-3d-for-unity-213208>



Substance 3D for Unity

Adobe Substance 3D ★★★★★ (61) | ❤️ (788)

FREE

👁 633 views in the past week

[Open in Unity](#) [❤️](#)

C ChaosRobin
★★★★★ 2 months ago

Not currently working
I'm using the unity 2023 beta, but it doesnt work in 2022, or 2021 either.

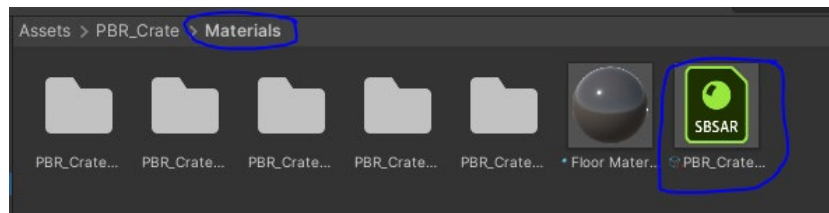
/Runtime/Scripts/NativeMethods.cs:402)
Adobe.Substance.NativeMethods.sbsa...

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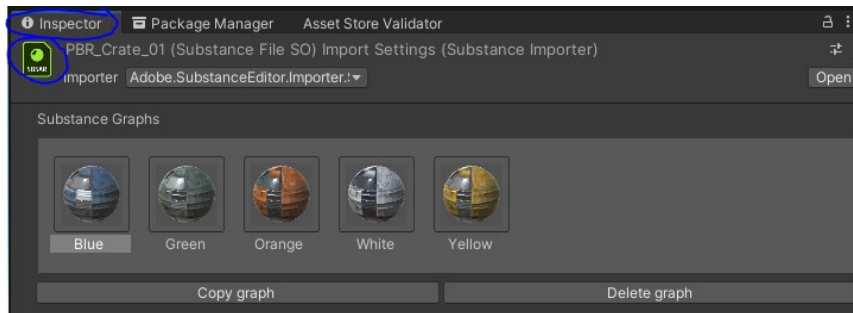
Please open the demo scene located in the demo folder for a working example. If your having any issues with this asset please email me a kelly4d3d@gmail.com

Material (PBR_Crate_01.sbsar)

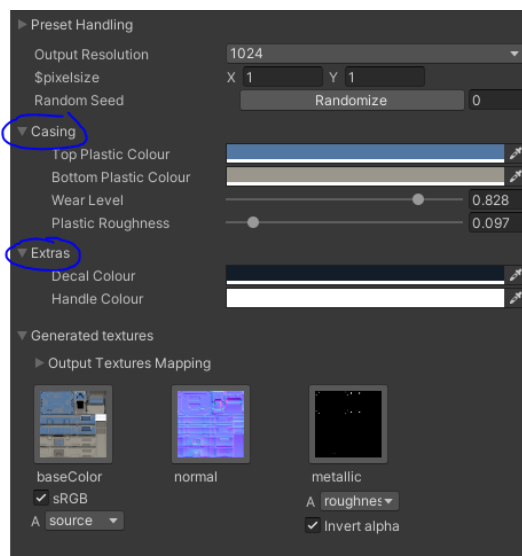
Under the Materials folder you will find the single PBR file (PBR_Crate_01.sbsar). This file contains all the customise options you need to creating you own textures and materials



With that file selected, you can see all the variants that Ive already created in the demo scene. If you want to add another version just select one and click the “Copy Graph” button



Expand these dropdowns and here you will get all the custom parameters below. You textures are procedurally generated based off customisable settings and you can see from the Texture Outputs.



Procedural Properties

Casing

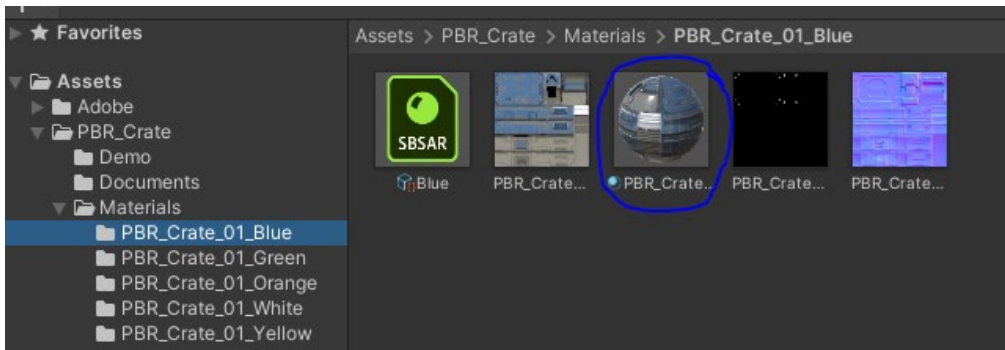
- Top Plastic Colour - A custom colour picker for the top half of the crate
- Bottom Plastic Colour - A custom colour picker for the bottom half of the crate
- Wear Level - A slider to set the level of damage on the top of the crate
- Plastic Roughness - A slider for how rough/smooth the surface of the crate

Extras:

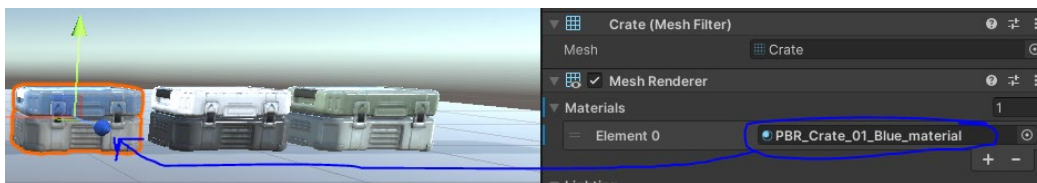
- Decal Colour - A Colour picker to customise the decal colour
- Handle Colour - A Colour picker to customise the Handle colour

Output Resolution: 256x265, 512x512, 1024x1024, 2048 x2048

Now that you have your custom textures and materials created, they are automatically placed in a folder under materials



You can then apply this new material to your crate by having the mesh selected and from the inspector panel adding it.



This mesh can be duplicated or dragged in a new one via the prefabs folder. You can drag a material from the folder to apply it to the mesh.



Prefabs

The prefabs folder contains two prefabs

- PBR_Crate_01.prefab - suitable for static objects that don't require collision.

- PBR_Crate_01_Physics.prefab - has the addition of a mesh collider and Rigidbody.